

Appl. No. 09/863,062
Amdt. dated May 25, 2004
Reply to Office action of November 25, 2003

In the Claims:

Claims 18, 25, 27 and 29 are amended herein. The remaining claims are not amended in this response. New claim 30 has been added.

Claims 1-17 (cancelled)

18. (currently amended) A photographing game machine, comprising:

a simulated camera input device being free to move in all directions allowing a subject included in a photo shooting range to be seen through a window, said window being part of said input device wherein said input device is provided with a shutter switch through which a player provides instructions to take a photograph;

a photo shooting position detection mechanism detecting as a photo shooting position a selected position on said game screen, at which said simulated camera input device is pointed;

a display device displaying a predetermined game screen including a ~~target~~ targeted portion of said game screen to be photographed; and

a game operation section performing predetermined game operations based on said photo shooting position detected by said photo shooting position detection mechanism, and

wherein said game operation section comprising;

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an image generating unit for generating image data of said game screen to be displayed on said display device;

a photographed image extraction unit for cutting off as an imitational photographed image an ~~image on~~ imitational photographed portion of said game screen included in a predetermined range centering around said photo shooting position detected by said photo shooting position detection mechanism, wherein said ~~cut off image~~ imitational photographed portion is less than the entire displayed screen; and

a photographing judgment unit for making a judgment of ~~whether or not a predetermined task concerning to photographing given to the player can be achieved~~ concerning whether the player has accomplished a predetermined photographic task, by comparing the display position of ~~said target included in~~ said targeted portion of said game screen with said photo shooting position detected by said photo shooting position detection mechanism.

19. (previously presented) The photographing game machine according to claim 18, wherein said display device comprises a scan display screen, and

said photo shooting position detection mechanism comprises:

a light receiving unit that is placed in said simulated camera input device and detects directive incident light;

a screen lighting unit for making the screen of said display device emit light when said shutter switch is operated; and

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a position detecting unit for detecting said photo shooting position based on timing of detecting light by said light receiving unit placed in said simulated camera input device, when the screen of said display device is made to emit light by said screen lighting unit.

20. (previously presented) The photographing game machine according to claim 18, wherein said photo shooting position detection mechanism comprises:

a light emitting section that is placed in said simulated camera input device and launches predetermined directive light towards the screen of said display device;

a screen constituted by a translucent member that is placed between said simulated camera input device and the screen of said display device;

a photographing unit for taking a photograph of said screen;
and

a position detecting unit for detecting said photo shooting position, by detecting a position on said screen that is reached by the light launched from said light emitting section towards the screen of said display device, based on the result of photographing by said photographing unit.

21. (previously presented) The photographing game machine according to claim 19, wherein said photographed image extracting unit cuts off image data included in a predetermined photo

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shooting range including said photo shooting position out of image data corresponding to a non-light-emission screen displayed in timing before or after timing of emitting light, when the display screen of said display device is made to emit light to perform detection of said photo shooting position.

22. (previously presented) The photographing game machine according to claim 18, wherein said input device is operated by the player, by maintaining almost constant distance from the display screen of said display device, and

said photographed image extracting unit defines as said photo shooting range a definite area centering around said photo shooting position.

23. (previously presented) The photographing game machine according to claim 19, wherein said screen lighting unit delays timing of emitting light by at least one screen, and inserts said game screen between any two consecutive screens that might be made to emit light by said screen lighting unit to prevent merging thereof into a single continuous screen emitting light.

24. (previously presented) The photographing game machine according to claim 23, comprising a plurality of said simulated camera input devices.

25. (previously presented) A photographing game machine, comprising:

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a simulated camera input device allowing a subject included in a photo shooting range to be seen through a window, said window being part of said input device wherein said input device is provided with a shutter switch through which a player provides instructions to take a photograph;

a display device displaying a predetermined game screen including a target to be photographed;

a photo shooting position detection mechanism detecting as a photo shooting position a selected position on said screen, at which said simulated camera input device is pointed, by making the display screen of said display device emit light; and

a game operation section performing predetermined game operations based on said photo shooting position detected by said photo shooting position detection mechanism, and

wherein said game operation section comprising;

an image generating unit for generating image data of said game screen to be displayed on said display device;

a photographed image extracting unit for cutting off as an imitational photographed image an image on said game screen included in a predetermined range centering around said photo shooting position out of image data corresponding to a non-light-emission screen displayed in timing before or after timing of emitting light, when the display screen of said display device is made to emit light to perform detection of said photo shooting

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position, wherein said cut off image is less than the entire displayed screen.

26. (currently amended) A photographing game processing method, comprising:

a first step of detecting a selected photo shooting position on a game screen, at which a simulated camera input device, being movable in all directions, is pointed, by making a display screen of a display device emit light;

a second step of making a judgment of relative positional relation between the photo shooting position on said game screen detected in said first step and a display position of target a targeted portion included in said game screen;

a third step of making a judgment of whether or not a predetermined photographic task given to a player can be achieved, based on the result of the judgment in said second step; and

a fourth step of cutting off as an imitational photographed image an image on said game screen included in a predetermined range centering around said photo shooting position out of image data corresponding to a non-light-emission screen displayed in timing before or after timing of emitting light, wherein said cut off image is less than the entire displayed screen, when said photo shooting position is detected in said first step.

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27. (currently amended) An information storage medium comprising a program for causing a computer to perform, wherein said program comprising:

a first step of detecting a selected photo shooting position on a game screen of a display device at which a simulated camera input device, movable in all directions, is pointed;

a second step of making a judgment of relative positional relation between the photo shooting position on said game screen detected in said first step and a display position of target a targeted portion included in said game screen;

a third step of making a judgment of whether or not a predetermined photographic task given to a player can be achieved, based on the result of the judgment in said second step; and

a fourth step of cutting off as an imitational photographed image an image on said game screen included in a predetermined range centering around said photo shooting position out of image data corresponding to a non-light-emission screen displayed in timing before or after timing of emitting light, wherein said cut off image is less than the entire displayed screen, when said photo shooting position is detected in said first step.

28. (previously presented) An information storage medium according to claim 27, wherein said display device comprising a scan display screen, and

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said first step comprises detecting a selected position on said game screen based on timing of detecting light by said light receiving unit placed in said simulated camera input device, when the screen of said display device is made to emit light.

29. (currently amended) The photographing game machine according to claim ~~23~~ 20, wherein said light emitting section is an infrared light emitter.

30. (new) A photographing game machine according to claim 18 wherein said photographed image extraction unit determines said imitational photographed portion by satisfying the following conditions, based on a coordinate (X0, Y0) of said photo shooting position:

Range in the direction of X axis: $X0 - a/2 \leq X \leq X0 + a/2$,

Range in the direction of Y axis; $Y0 - b/2 \leq Y \leq Y0 + b/2$.